KONAMI®
ORIGINAL VIDEO GAME

VIOLENT STORM™

OPERATOR'S MANUAL

Technical Information

(1)Required power capacity
   GND-Vcc 5V 4A or more
   GND-(+12V)
   *See the Wiring Diagrams.
(2)Output
   R(red) analog, positive
   G(green) analog, positive
   B(blue) analog, positive
   SYNC. H-V complexed, negative
(3)The monitor should be installed horizontally.
(4)There is no sound volume knob on the PCB. Sound level should be adjusted in the Manual Test mode.
   (See the page on Manual Test)
(5)Handle with care.

Playing Instruction

● This game is a "Horizontal Scroll Action Game" in which players fight to rescue their girl friend snatched by
   the enemies.
● This game can be adjusted for both 2P simultaneous play mode or 3P one. Choose which mode you would like
   with Dip switch, when installed on site. (See the page on Dip switch setting.)

■ Game Start
● After you deposit coin(s), by pressing Start button there will be Character Selection on the screen. (When the
   coinslot is INDEPENDENT type, pressing Start button is not necessary to have Character Selection.)
   Select your favorite character with Joystick and press any button to start the game.
● You have 3 characters, "WADE", "BORIS", "KYLE", to choose from. They have different abilities on Punch,
   Kick, Agility, etc.

■ How to control
● Control your character's movements using 8-way Joystick and Jump button, and attack enemies with Attack
   button. Pressing Attack and Jump button makes your character do "Special Attack", consuming some energy.
● Go close to the enemy to grab, and then press Attack button to throw.
● During jumping, press Attack button to make an attack in the air like "FLYING KICK", etc.
● Pull the Joystick diagonally downwards and press Jump button at the same time to dash into enemies.

■ Damage
● Damaged by enemy's attack, character's energy decreases. When energy has run out, you lose one life. When
   you lose all your lives, the game is over.

■ Items
● Special items will appear during the game. Go onto the item and press Attack button to take it.
● Meat, BBQ, Sausage, Fried Egg, Lobster, Pizza, etc. will give you additional energy.
● Pot, Necklace, Watch, Gold coin, Jewel, etc. will give you bonus points.
● There are 7 stages in the game.
● Buy-in and continuation available. (When you continue, favorite character can be selected.)

Control Panel Information

● Use control panel with a Start button, an 8-way Joystick and 2 buttons for each player.
   *If the coin slot is COMMON type, Start buttons are necessary.

| 8-WAY JOYSTICK | ATTACK BUTTON | JUMP BUTTON |
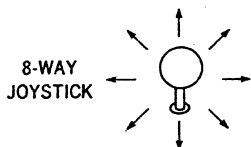
* This game can be adjusted to   simultaneous play mode. Connect 3P control connector to "3P CN7" beside
   the JAMMA connector on the PCB. "4P CN8" can not be used.

Normal : "OK" will be displayed. Then the game will start.

Abnormal : "BAD" will be displayed and self test will repeat. If "13C BAD" is displayed, switch off and switch on again while continually pressing down on the TEST SWITCH on the PCB.

Switching on with TEST SWITCH pressed causes the settings of the manual test to be initialized to default.

Manual Test

(1)HOW TO START

After switching on the power, press the TEST SWITCH on the PCB or on the cabinet, and you will get the MAIN MENU of the Manual Test Mode.

∗ Switching on with TEST SWITCH pressed causes the problem in the EEP ROM to be initialized to default.

(2)HOW TO RETURN TO THE GAME MODE

Select "GAME MODE" on the MAIN MENU then press player 1's ATTACK BUTTON to return to the game mode.

(3)ITEMS AND HOW TO SELECT

Use Player 1 Joystick to move arrow to desired test and press player 1's ATTACK BUTTON to initiate testing. Press player 1's ATTACK BUTTON during or at the end of each test to return to the MAIN MENU.

```
         MAIN MENU

   I/O CHECK
   SCREEN CHECK
   COLOR CHECK
   MASK ROM  CHECK
   DIP SWITCH SETTINGS
   SOUND OPTIONS ················· ········Sound check and settings.
   GAME OPTIONS
   COIN OPTIONS
  ·GAME MODE ························ ······ Return to GAME MODE


 1 PLAYER JOYSTICK = SELECT ITEM
 1 PLAYER ATTACK   = DO CHECK
```

(4)EXPLANATION OF THE ITEMS

The following screen below will appear. Select item to be modified with player 1 Joystick up/down and move Joystick right/left to modify setting. Factory settings are shown in green, and modified results in red. After modification is completed, select "SAVE AND EXIT" and press player 1 ATTACK BUTTON to save and return to MAIN MENU.

∗ If you select "EXIT" instead of "SAVE AND EXIT" after modifying some settings, the message appears; "YOU DID NOT SAVE. DO YOU WANT TO SAVE? YES/NO". When you choose "YES", the screen shows "NOW SAVING" and returns to MAIN MENU. If you select "NO", "NO MODIFICATION" is shown and then MAIN MENU appears.

1. I/O CHECK

Check the Joystick and all Buttons to see "1" when switched on. Press player 1 and 2 ATTACK BUTTONS at the same time to return to MAIN MENU.

2. SCREEN CHECK

Adjust focus, alignment, size, etc. using the cross-hatch screen.

3. COLOR CHECK

Adjust color clearness on each color bar so that the back ground area will be colorless (=dark) .

4. MASK ROM CHECK

Roms will be checked one after another, and the message "OK" or "BAD" will be displayed on the screen.

5. DIP SWITCH SETTING

You can check the settings of DIP SWITCH at this item. You can change the settings with DIP SWITCH as per the following;
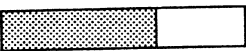
DIP SWITCH	CONTENTS	DIP SW/ON	DIP SW/OFF
SW 1	SOUND OUTPUT	STEREO	MONAURAL
SW2	VIDEO SCREEN FLIP	UP SIDE DOWN	NORMAL
SW3	COIN SLOT SET	INDEPENDENT	COMMON
SW4	NUMBER OF PLAYERS	3 P	2 P

6. SOUND OPTIONS

The following screen below will appear.

```
                    SOUND OPTIONS


SOUND IN ATTRACT MODE ALL THE TIME ················· ···· Select out of the followings;
                                                          "ALL THE TIME", "ONCE EVERY 2/4
                                                          CYCLES", "COMPLETELY OFF"

SOUND VOLUME=25 [▒▒▒▒▒▒▒▒       ]·············· ··· Sound Volume adjustment (0-30)
                                                     * In Attract Mode, sound volume wll
                                                       be smaller.

SOUND SCALE CHECK ································· ·· Do re mi ...do" will sound.
                                                     * In stereo sound output, "Do" comes
                                                       out form left speaker, so "Re" does
                                                       from the Right, and so on.

FACTORY SETTINGS ······························· ··· Returned to Factory Settings
SAVE AND EXIT
EXIT
1 PLAYER JOYSTICK UP/DOWN    =SELECT OPTION
1 PLAYER JOYSTICK LEFT/RIGHT =MODIFY SETTING
```

(Settings above are not always the factory settings.)

7. GAME OPTIONS

The following screen below will appear.

```
                    GAME OPTIONS


PLAYER'S LIFE        1 CREDIT   2 LIVES ·············· ··· Number of Player's life for 1 coin(1 to 9)
EXTRA LIFE           FIRST  AT   500000 PTS ········ ·····Settings for Extra players
                     EVERY AT 1000000 PTS            "FIRST  AT   500000 PTS"
                                                     "EVERY AT 1000000 PTS",

                                                     "FIRST  AT   800000 PTS"
                                                     "EVERY AT 2000000 PTS",

                                                     "FIRST AT 500000/ 800000 PTS ONLY"

                                                     "NO EXTEND"

DIFFICULTY LEVEL     4/MEDIUM ······················· ··· Select out of 8 levels
LOOP SETTING         ONE ROUND END··················· ·····"ONE ROUND END" or "ENDLESS"
VIOLENT MODE         CLEAN ···························· ··· "BLOODY" or "CLEAN"
FACTORY SETTINGS ···································· ··· Returned to Factory Settings.
SAVE AND EXIT
EXIT
1 PLAYER JOYSTICK UP/DOWN    =SELECT OPTION
1 PLAYER JOYSTICK RIGHT/LEFT =MODIFY SETTING
```

(Settings above are not always the factory settings.)

8. COIN OPTIONS

(1)"INDEPENDENT" Type=Coinslot on each control panel.

Dip switch on PCB should be "SW3=ON". Coinslot on left is for 1P, and right one for 2P.

<INDEPENDENT>

```
                    COIN OPTIONS

    FREE PLAY               NO ·················· ···· Setting for Free Play, "YES" or "NO"
    COIN MECHANISM          INDEPENDENT
    COIN SLOT               1 COIN   1 CREDIT ········· ··· Number of credit for 1 coin
                                                            (See the page on Coin Settings)
    PREMIUM START           NO ·················· ···· Setting for PREMIUM START. "NO" or "YES 1" to "YES 4"

    STARTING                1 COIN TO START ········ ···· Setting for the number of credit to Start and Continue. (1-8)
    CONTINUATION            1 COIN TO CONTINUE
    FACTORY SETTINGS ·····················
    SAVE AND EXIT
    EXIT                                          ·· Same as above "GAME OPTIONS".
    1 PLAYER JOYSTICK UP/DOWN    =SELECT OPTION
    1 PLAYER JOYSTICK LEFT/RIGHT =MODIFY SETTING ·····
```

(2)"COMMON" Type=One coinchuter on a cabinet.

Dipswitch on PCB should be "SW3=OFF".

<COMMON>

```
                    COIN OPTIONS

    FREE PLAY               NO ·················· ···· Setting for Free Play, "YES" or "NO"
    COIN MECHANISM          COMMON

    COIN SLOT 1             1 COIN   1 CREDIT ········· ··· Set the number of credit for 1 coin
    COIN SLOT 2             1 COIN   1 CREDIT            (See the page on Coin Settings.)

    PREMIUM START           NO ·················· ···· Setting for PREMIUM START. "NO" or "YES 1" to "YES 4"

    STARTING                1 COIN TO START ········ ···· Setting for the number of credit for Start and Continue. (1-8)
    CONTINUATION            1 COIN TO CONTINUE
    FACTORY SETTINGS ·····················
    SAVE AND EXIT
    EXIT                                          ·· Same as above "GAME OPTIONS".
    1 PLAYER JOYSTICK UP/DOWN    =SELECT OPTION
    1 PLAYER JOYSTICK LEFT/RIGHT =MODIFY SETTING ·····
```

*PREMIUM START.

When you want "PREMIUM START" setting, choose the number of extra coins necessary for starting, then decide the coin setting for continuation. The number of coins for starting will be the sum of both numbers. If you do not set premium start, the number of coins necessary for starting and continuation will be the same.

*COIN SETTING OPTIONS

COIN(S)	1	1	1	1	1	1	1	2	2	2	3	3	3	4	4	4
CREDIT(S)	1	2	3	4	5	6	7	1	3	5	1	2	4	1	3	5

● Setting for 3P play mode.

"INDEPENDENT"(SW3=ON) cabinet ··· Cabinet with more than 3 Coinchuters.

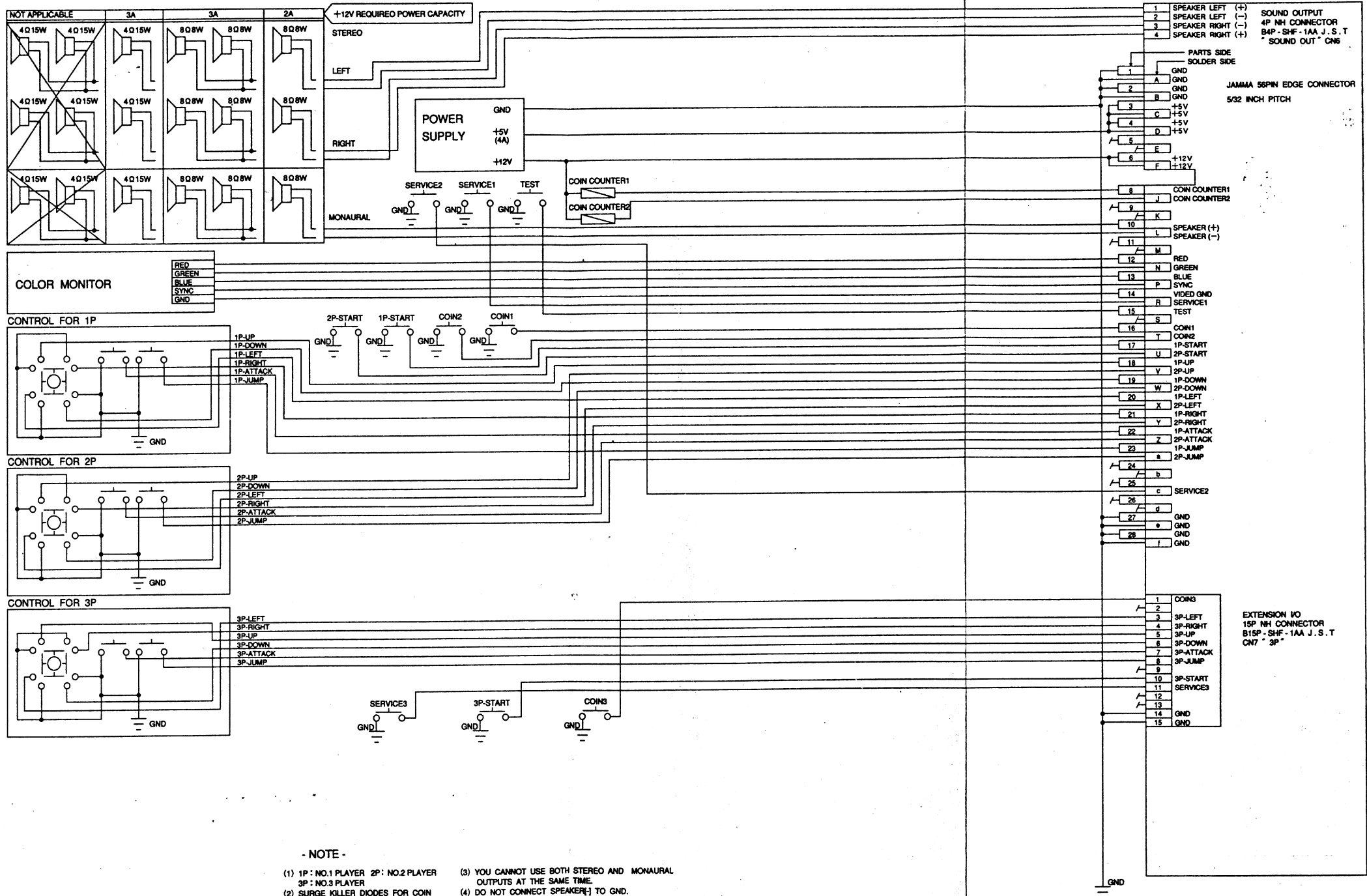　　　　　　　　　　　　　　　　*Connect 3P control connecter to "3P CN7" beside the JAMMA connector on the PCB. "4P CN8" can not be used.

"COMMON"(SW3=OFF) cabinet ········· Cabinet with 1~2 Coinchuters.

　　　　　　　　　　　　　　　　*Coincounter 2 should be attached to Coinchuter 2.

* When setting 3P play mode on 4P cabinet, cover Coinchuter 4 and control panel 4, as they are not to be used.

WIRING DIAGRAM

NOT APPLICABLE

3A | 3A | 2A

4Ω15W | 4Ω15W | 4Ω15W | 8Ω8W | 8Ω8W | 8Ω8W
4Ω15W | 4Ω15W | 4Ω15W | 8Ω8W | 8Ω8W | 8Ω8W
4Ω15W | 4Ω15W | 4Ω15W | 8Ω8W | 8Ω8W | 8Ω8W

+12V REQUIRED POWER CAPACITY

STEREO

LEFT

RIGHT

MONAURAL

POWER SUPPLY
GND
+5V (4A)
+12V

SERVICE2   SERVICE1   TEST
GND   GND   GND

COIN COUNTER1
COIN COUNTER2

COLOR MONITOR
RED
GREEN
BLUE
SYNC
GND

CONTROL FOR 1P
1P-UP
1P-DOWN
1P-LEFT
1P-RIGHT
1P-ATTACK
1P-JUMP
GND

2P-START   1P-START   COIN2   COIN1
GND   GND   GND   GND

CONTROL FOR 2P
2P-UP
2P-DOWN
2P-LEFT
2P-RIGHT
2P-ATTACK
2P-JUMP
GND

CONTROL FOR 3P
3P-LEFT
3P-RIGHT
3P-UP
3P-DOWN
3P-ATTACK
3P-JUMP
GND

SERVICE3   3P-START   COIN3
GND   GND   GND

SOUND OUTPUT
1 SPEAKER LEFT (+)
2 SPEAKER LEFT (−)
3 SPEAKER RIGHT (−)
4 SPEAKER RIGHT (+)

4P NH CONNECTOR
B4P - SHF - 1AA J.S.T
" SOUND OUT " CN6

PARTS SIDE
SOLDER SIDE

JAMMA 56PIN EDGE CONNECTOR
5/32 INCH PITCH

1	GND	A GND
2	GND	B GND
3	+5V	C +5V
4	+5V	D +5V
5		E
6	+12V	F +12V
8	COIN COUNTER1	J COIN COUNTER2
9		K
10	SPEAKER (+)	L SPEAKER (−)
11		M
12	RED	N GREEN
13	BLUE	P SYNC
14	VIDEO GND	R SERVICE1
15	TEST	S
16	COIN1	T COIN2
17	1P-START	U 2P-START
18	1P-UP	V 2P-UP
19	1P-DOWN	W 2P-DOWN
20	1P-LEFT	X 2P-LEFT
21	1P-RIGHT	Y 2P-RIGHT
22	1P-ATTACK	Z 2P-ATTACK
23	1P-JUMP	a 2P-JUMP
24		b
25		c SERVICE2
26		d
27	GND	e GND
28	GND	f GND

EXTENSION I/O
15P NH CONNECTOR
B15P - SHF - 1AA J.S.T
CN7 " 3P "

1	COIN3
2	
3	3P-LEFT
4	3P-RIGHT
5	3P-UP
6	3P-DOWN
7	3P-ATTACK
8	3P-JUMP
9	
10	3P-START
11	SERVICE3
12	
13	
14	GND
15	GND

GND

- NOTE -
(1) 1P : NO.1 PLAYER 2P : NO.2 PLAYER
    3P : NO.3 PLAYER
(2) SURGE KILLER DIODES FOR COIN
    COUNTER INSTALLED ON THE PCB.
(3) YOU CANNOT USE BOTH STEREO AND MONAURAL
    OUTPUTS AT THE SAME TIME.
(4) DO NOT CONNECT SPEAKER[−] TO GND.